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## Haakland



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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Hakland](#).



**Haakland** or **Haakland** is a land located east of the Tir Tochair and Fiery Mountains, beyond Elskerdeg Pass, lying further than Zerrikania, which it borders in the northeast.

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### Haakland



*Haakland Landscape along the Kerulem River\**

#### General information

**Status** Khaganate

**Ruler** Great Khan

#### Societal information

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Official Language	Unen
Religion	Haaklandian Beliefs

# Hakland People

Haaki are easily identified by the shape of their eyes, their dark hair and thin smaller build. The people of Hakland are divided into tribes that usually cooperate, but do sometimes make war onto each other.

## Khamag Haak

Khamag Haak means "The people of Haak", symbolizing all of the people - or rather those without a specific clan.

## Xanx

Xanx, meaning "Those that should flee", are people born from a mix of different tribes. Originally meant as an insult, it has become a mere term for those that are born of love between two different tribesmen. They have it harder to raise to any station, forcing them to be more willful.

## Naimaun

Naimaun, "The eight" was once a clan of only eight people that turned away from another clan. For a time they mingled with the Ordun, but soon found their home along the coasts. They are especially gifted when it comes to fishing.

## Kala Kilan

Kala Kilan, "the black kilan", were once known as the clan without honor. When the Great Khan came to unite the clans, the Kala Kilan stood against him. Their Khan was murdered and wiped from history for this act, he became known as the Black Khan. While they have redeemed themselves over the centuries, their clan is still seen as deceitful.

### Mangudin

Mangudin, "sons of Mangu", was one of the clans that lived in the steps of Haak and joined the Great Khan when he called for unification. They are known for their exceptional skill in horsemanship.

### Darkhad

Darkhad, "the protected ones", are a clan known to be especially gifted when it comes to magic. Many Weavers come from this clan, and they have a tradition of teaching magic to the young.

A nomadic encampment, the way 60% of all of Hakland lives.

### Hatagin

Hatagin, "sons of Hatag", has a strong history when it comes to swords and duelling. While they have horsemen like every Haak clan, they often favor to duel on foot.

### Ordu

Ordu, "the camp dwellers", is unique among the clans. As fertile land was scarce during the olden times they wandered into the desert and managed to survive.

### Sartuui

Sartuui, "Mountain with the moon", are one of the clans that are not nomadic at all and build constant habitats. They usually live near the mountains, in valleys and near caves. They value stability and possessions more than other clans.

### Jalayir

Jalayir, "The anointed ones", are a clan most known for shamans. Many of the great shamanistic leaders were born as Jalayir. They are known to leave Haak the most for spiritual quests and in service to the gods.

## Notable Haaklandians

- Zeus Burkhan Khaldun [ Prince / Great Khan ( approximately in the 1300s ) ]\*

Sartuui town

## Society Structure

Haak people are said to be the finest horsemen in the world, learning the art as babies before they even learn to walk. They are also remarkable archers and combining this with excellence in horsemanship, they become formidable warriors.

Their currency is called 'Franc'.

## Religion

Haak believe in many different religions, monotheism a complete unknown. They hold high respect for horses, just like the Ofir, which leads them to sometimes treat them as divine beasts. One of the dominating religions of the area is the belief in Niya.

## Hakland Views

Not much is known about Hakland outside of it, although the Zerrikanians know more than most. Surrounded by mountains and the sea, they have lived sheltered from other cultures. Their views are embedded into most of the people living there, this text serves to inform new players of how to respond to certain topics and cultural differences.

## Professions ✦

Haaki hold no specific hatred for Witchers, as they do not exist where they come from. Witches and Druids are known as Weavers and Shamans in Hakland, serving the gods, the people and nature. Magic Schools like Aretuza do not exist in their culture, in spite of some attempts. No religion hunts magic users and all that serve Haak and its people are respect to some degree, no matter who or what they are.

## Ethnicities ✦

There are no dwarves in Hakland, they are a curiosity. While some elves exist they are much more ingrained into Hakland that they seem more accepted than any Westerner. Most people of the West are seen as interesting or uncultured, but rarely as unworthy or barbaric (like Nilfgaard views others). Northerners likely see the same facial features in all Haaki, yet there are around 9 tribes that share Hakland.

## Cultural & Diplomacy ✦

Haak had central rulers before, the great Khan, but for most of their history many clans lived under the rule of a single Khan. For some time even a council of them reigned. Yet the concept of kings and the divine right to rule inherited by blood is foreign to most that grow up in Hakland, as Khans rise by their deeds, their own strength and wisdom. Even the Great Khan did not give his title to his firstborn son, he made it a contest among his over 30 sons. Haak is split into Kaganates.

## Settlements ✦

About one third of Haklands population are nomadic. Khans lead Warbands, also known as Hordes, which roam the steps that make up over 70% of Hakland. Cities and villages exist primarily along rivers, mountain ridges, valley and other important junctions. The custom of everyone seeking a permanent residence is not entirely alien, but people of Haak are perfectly happy with a proper tent as well. Cities in their homeland look vastly different than the Northern Realms, down to the layout of districts.

## Food ✦

Haaki are not used to bread. They eat fish, rice, pork, mutton, dried meats of all kinds, baked goods, fried dishes and many other things. Bread is not something to be hated, but they are simply not used to it. Horses are seen as companions and often as holy, eating them is seen as sacrilege.

## Monsters ✦

Monsters, or Mahrac, are a plague in the East just as much as the West. While Necrophages are common anywhere Hakland has a variety of unique creatures that dwell there, \*one of the most famous examples, are the Aka Allghoi, a giant worm that live under the Haaklandian plains\* along with some monsters like Megascorpions that wander out of the Korathi deserts into Hakland. Commonly the Hordes deal with the threats in their local Kaganite.

## Fistfights & Duels ✦

Martial arts are revered among the Haaki. Fistfights, swordfights, any contest where one shows their abilities are not only enjoyed but actively sought out by many. Horse races and archery contests from horseback grant those involved much reknown. Being a horsebound realm, however, heavy armor is usually seen as clumsy and unbecoming - scale and leather much more appreciated.

## History ✦

History and tradition is an important part of Haak culture. Folklore, known as Üligers, is usually delivered orally from one generation to the next. Only after the Great Khan took

over did writing history into books and stories on parchment become a regular occurrence. The most well known stories are *The Black Khan*, a story about a banished son of the Great Khan that tried to steal the realm rather than earning it, and *The Tale of the Four Clans*, an epic about Khan hordes that sought each others land and in the process killed each other, leaving the land open to the authors clan.

A children story about the origin about Haak exists, about a great Wolf that showed the first Haaki people (the kilan) the way to fertile lands. Overcome by greed, however, the kilan began to murder each other and seperated into tribes.

### Fabio Sachs Expedition to the Far East ( 1282 - 1284 )\*

TBA

### The Haaki Empire ( 1300 - 1350 )\*

TBA

### Haaki Invasion to the Northen Kingdoms ( 1350 )\*

TBA

### Art & Music

Haaki enjoy music much like any other culture. Throatsinging is one of the unique ways they perform music, but not exclusively. They also have a unique music instrument, known as the horsehead fiddle.

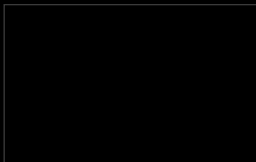
## Hakland Locations

**Khanates pre-Haaki Empire** ( either by conquest or political unions ruled by a Khanum, supervised by the Great Khan )\*

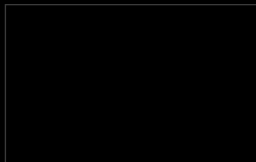
- Bozorkan
- Semzlata
- Rekabela
- Kígyódom
- Patyak
- Reka Jesetra
- Savmeda

### Two Rivers

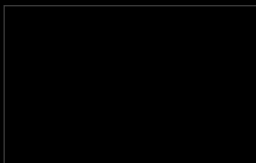
The Two Rivers Inn sits where two rivers meet, the Yellow Stream and the Kerulen. It is the final stop before one ventures into the Howling Pass, one of the few routes that lead through the mountains towards the Korathi Desert.



A look over Two Rivers



Main approach to the inn



In front of the inn

The Inn itself started as a walled compound where traders rested on the way in or out of Hakland. Before long the local fishers began to build their homes close to it, some traders as well. Over time the Inn grew more impressive, even able to employ a few guards to protect this unplanned trading post.

# Notable Monsters

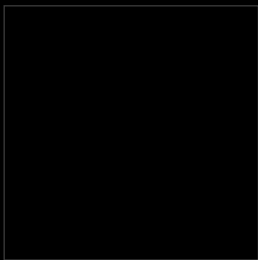
## Insectoids

- Aydakhurg

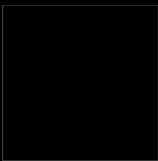
## Relics

- Aka Allghoi\*
- Shor Khorkhoi\*
- Zamba Zaraa\*

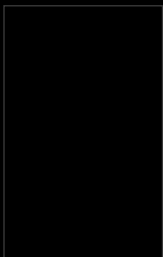
# Gallery



Prince Zeus\*



Hakland logo used by  
Neverwitcher



# Trivia

- Since almost nothing is known about the shape of the land in canon only one location has been added to Neverwitcher, the place where Hakland people experience their tutorial.
  - The khanates presented in this page are based on those of this [fanmade Map of the Continent](#).
- Haaklandians are equivalent to East Asians in the real world.
- The lore of this fangame is integrated into the Common Fanon.
- So as not to confuse the players of the project, with what is canon and what is not, within the game, \* will be used to differentiate what is expanded from what is not. If integrated into the fangame, \* will be removed.
- The 2 tent encampment pictures + village picture are art provided by Leonardo.ai
- Haakland landscape main image provided by Midjourney 5.2

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